

Assignment 3b - Final Project Submission

Scary Skelly

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Print & Play Prototype

Game background:

In order to pursue the treasure on the once-in-a-century Skelly, everyone formed a team to come to this place. After experiencing many difficulties in fighting monsters to the death, due to the dispute over the treasure, there was a conflict in the team. , the former teammates who lived and died together began to turn against each other, who will leave this terrifying island alive?

Game introduction:






The name of the game is called: Scary Skelly. It is a board game where multiple players team up to challenge monsters. The GM of the game will preside over the entire game, and the number of players is controlled at about 2-4 people. The difficulty of the monster will be adjusted by the GM with the number of players, and the players will play in turn order with the help of the GM. Random events and treasure chests that appear in the game will require players to use dice to decide. More relevant content will be reflected in the rulebook, and players and GMs will get their own rulebook.



Game Rules (GM)

1. At the beginning of the game, GM sets the map to the default game difficulty which is suitable for the number of players. The difficulty of the game is reflected in the difference between the monster's HP value and Attack value (shown on the table). Players can request that the difficulty be set to other difficulties, but GM needs to explain to players the impact of different game difficulties on the game.

2. At the beginning of the game, the GM needs to ask each player about the role players have chosen and distribute the role cards to the players. At the same time, according to the attributes of each character, distribute various cards, such as HP, SP, and Treasure Chest, and update the player's current status (number of cards) in each round. And decide the order of the players' actions according to their wishes. And place the player at the birth point of the game.

3. The player can only move on light brown dirt blocks  and dark brown wood blocks . The player cannot move on gray stone blocks , green tree blocks , or blue ocean blocks .

3. There is a temple in the map , Players need to collect two Devil Stones  to pass this building.

4. Players can only move 3 units for each round. Players either move or attack. Players can only choose to move or attack after entering a combat. They cannot move and attack at the same round. The character's skills can only be used when the player chooses to attack this turn, and the skills need to be released before attacking. The effect takes effect immediately after the skill is released.

5. Players will receive the SP card after attacking or being attacked. If player's SP is full, GM will not give them more SP cards. If players want to use their special, they need to pay the needed SP cards to GM.

6. GM needs to control all monsters to fight with players. When the player enters the monster's attack range, GM needs to show the monsters hidden in the area. If the player character stops within the monster attack range, GM can operate the monster to attack the player actively. GM needs to fight with players according to the attributes and skills of different monsters. If there is more than one player in the monster's attack range, the monster will attack the player closest to it by default. If

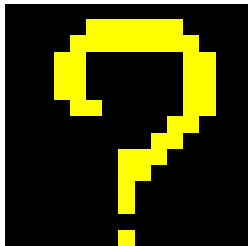
the monster is not killed, or the player chooses to avoid the monster, the monster cannot be hidden again. Players either move or attack. Players can only choose to move or attack after entering a combat. Monsters can only attack players or move in the same round. When the item is killed, remove the monster from the map.

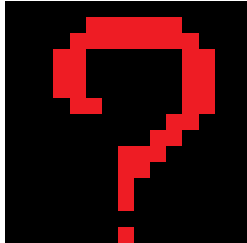
7. When a player gets a treasure chest or triggers a random event, GM needs to provide the dice that the player needs to roll (yellow random event: 1D4, red random event: 1D6, treasure chest event: 1D4). After the player throws, the GM informs the player of the triggered event and gives the player the card corresponding to the event. Yellow random events can only be used by players themselves. Red random events and treasure boxes can be assigned to any player. After the player rolls, the GM needs to ask whether to use the event for other players. If yes, the event will be used for another player designated by the player, and the designated player cannot be rejected. If not, use the event for the player who triggered it. The player can immediately roll dice to GM to decide the event as long as he steps on the location of the random event. For example, if the player moves three units, but steps on the random event after moving two units, the player will stay in the third unit and have the random event.

8. In the third stage of the game (PVP), GM needs to operate the soul monster to catch up with the player. The soul monster starts to move after the player enters the forest, and can only move 2 spaces per round. The soul monster moves regardless of terrain. If the player falls into the range of soul monster, 4 HP points will be deducted from the player each round.


9. The first player who arrives at the dock is the final winner of the game.

Random Events


Yellow random events: Even can only be used by players who touched it. (1D4)	
1.Lose 2 HP	
2.Heal 3 HP	
3.Make the player's SP value full	
4.Make the player's SP value empty	

Red random event: Player touched can appoint any player to use it. (1D6)	
1.Lose 3 HP	
2.Heal 2 HP	
3.Player can't move on next turn	
4.Player can respawn once	
5.Go back 3 units	
6.Move 3 units	


Treasure Box


The treasure chest: Players touched can appoint any player to uses it. (1D4)	
1.Health bar +3 forever	
2.Attack value bar +2 forever	
3.Move bar+1 forever	
4.SP bar reduced by 5 forever	

Hero's Abilities


Warrior		
HP:	9	
Move:	3	
Attack:	3	
SP:	9	

Special:	The next attack does 2 more damage and recovers 2 health.	
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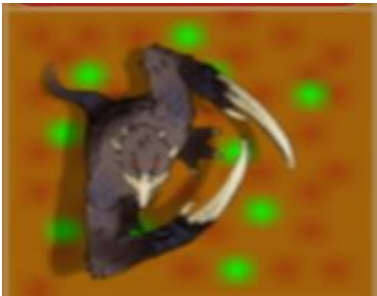
Tank		
HP:	10	
Move:	3	
Attack:	3	
SP:	9	
Special:	Gain 3 temporary health for 2 turns	


Ranger		
HP:	6	
Move:	3	
Attack:	4	
SP:	15	
Special:	Attacks do twice as much damage	

Mage		
HP:	7	


Move:	3	
Attack:	4	
SP:	10	
Special:	Designate one teammate to recover 4 health or all to recover 2 health	

Monster's Abilities

Slasher		
HP	7	
Move	2	
Attack	1	
Range	1	
Special	None	


Mushroom		
HP	9	
Move	2	
Attack	1	
Range	1	

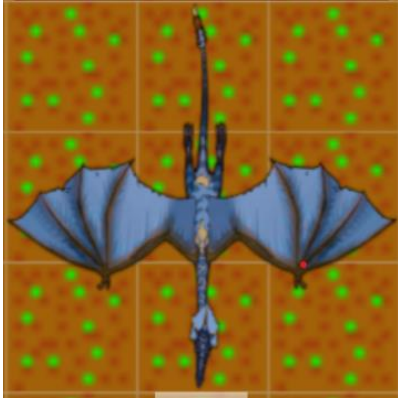
Special	None	
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Wolf		
HP:	7	
Move	2	
Attack	1	
Range	1	
Special	None	

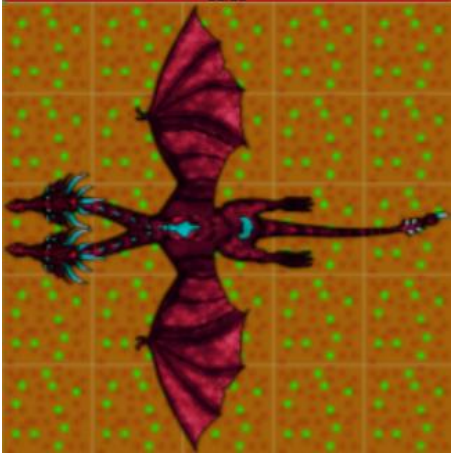
WatchDog		
HP	12	
Move	2	
Attack	2	
Range	1	
Special	None	

Cockatrice		
HP	20/25/30	
Move	1	

Attack	2/3/3	
Range	2	
Special	In the area of the monster's attack, the player receives 2 less SP bars per turn.	

Dragon		
HP	20/25/30	
Move	1	
Attack	2/3/3	
Range	2	
Special	Players are not allowed to heal while in the range of a monster's attack.	






Winged Beast		
HP	20/25/30	
Move	1	
Attack	2/3/3	
Range	2	
Special	After an attack, the next attack silences (can't attack) the player for 1 turn.	

Dragonlord		
HP	30/40/50	
Move	1	
Attack	2/3/4	
Range	3	
Skill Range	3/4/5	
Special	When your health is below 50%, you will launch a ranged attack, dealing 3/4/5 damage to each player in the range (this attack can be avoided when the player is hiding behind a tree).	

Game Rules (Players)


Actions


1. This game supports 2-4 players. Difficulty level will be influenced by the number of players(We have 3 difficulty levels). GM can adjust the health of monsters based on the number of players. Players can also choose the difficulty level by themselves.


2. The player can only move on light brown dirt blocks  and dark brown wood blocks . The player cannot move on gray stone blocks , green tree blocks , or blue ocean blocks .
3. Players can only move 3 units for each round. Players either move or attack. Players can only choose to move or attack after entering a combat. They cannot move and attack at the same round. The character's skills can only be used when the player chooses to attack this turn, and the skills need to be released before attacking. The effect takes effect immediately after the skill is released.
4. The monster always attacks the player closest to it. Players can choose a suitable strategy to deal with monsters.
5. Yellow random events can only be used by players themselves. Red random events and treasure boxes can be assigned to any player. The player can immediately roll dice to GM to decide the event as long as he steps on the location of the random event. For example, if the player moves three units, but steps on the random event after moving two units, the player will stay in the third unit and have the random event.
6. When the player is in the last stage of the chase (PVP), the player's goal is to be the first to reach the dock by all means. There is a soul monster behind it that cannot be killed, and the player will be attacked if he enters its attack range.
7. Players will receive the SP card after attacking or being attacked. If player's SP is full, GM will not give them more SP cards. If players want to use their special, they need to pay the needed SP cards to GM.
8. The first player who arrives at the dock is the final winner of the game.


Hero's Abilities

Warrior		
HP:	9	


Move:	3	
Attack:	3	
SP:	9	
Special:	The next attack does 2 more damage and recovers 2 health.	

Tank		
HP:	10	
Move:	3	
Attack:	3	
SP:	9	
Special:	Gain 3 temporary health for 2 turns	


Ranger		
HP:	6	
Move:	3	
Attack:	4	
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Special:	Attacks do twice as much damage	


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HP:	7	
Move:	3	
Attack:	4	
SP:	10	
Special:	Designate one teammate to recover 4 health or all to recover 2 health	

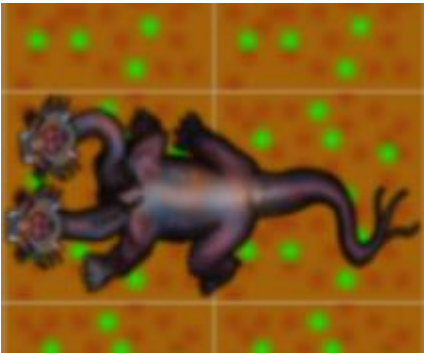
Monster's Abilities

Slasher		
HP	7	
Move	2	
Attack	1	
Range	1	
Special	None	


Mushroom		
HP	9	
Move	2	
Attack	1	

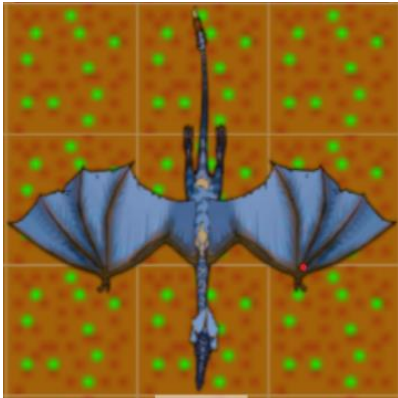
Range	1	
Special	None	


Wolf		
HP:	7	
Move	2	
Attack	1	
Range	1	
Special	None	

WatchDog		
HP	12	
Move	2	
Attack	2	
Range	1	
Special	None	

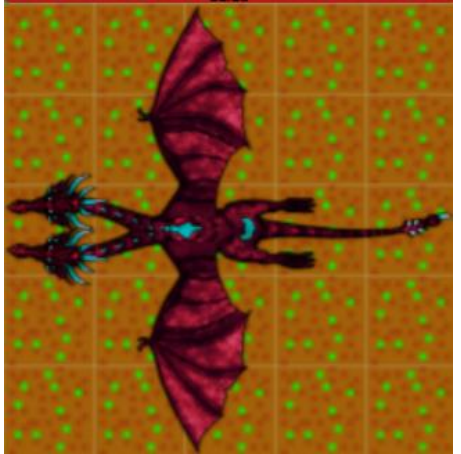
Cockatrice

HP	20/25/30	
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Attack	2/3/3	
Range	2	
Special	In the area of the monster's attack, the player receives 2 less SP bars per turn.	

Dragon		
HP	20/25/30	
Move	1	
Attack	2/3/3	
Range	2	
Special	Players are not allowed to heal while in the range of a monster's attack.	

Winged Beast		
HP	20/25/30	
Move	1	
Attack	2/3/3	
Range	2	
Special	After an attack, the next attack silences (can't attack) the	

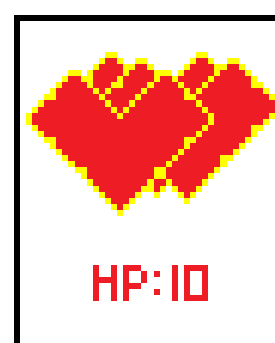
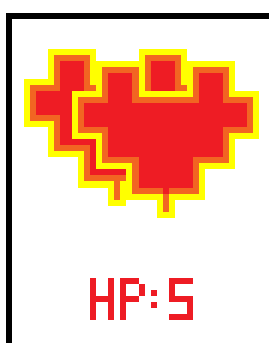
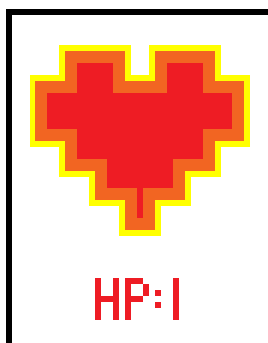
	player for 1 turn.	
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Dragonlord		
HP	30/40/50	
Move	1	
Attack	2/3/4	
Range	3	
Skill Range	5	
Special	When your health is below 50%, you will launch a ranged attack, dealing 3/4/5 damage to each player in the range (this attack can be avoided when the player is hiding behind a tree).	

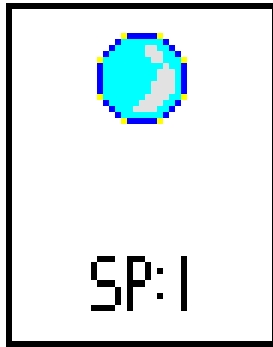
Game resources:

The size of game resources can be adjusted according to the situation.

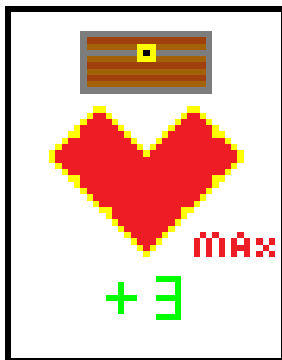
HP Cards :



SP Cards :



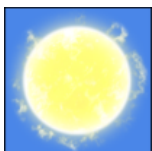
Treasure boxes Cards :



Random Event/Treasure boxes Cards:



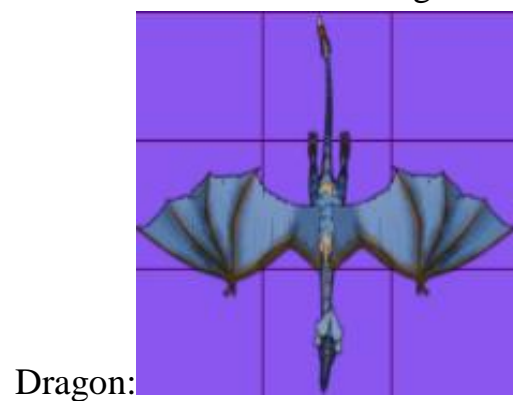
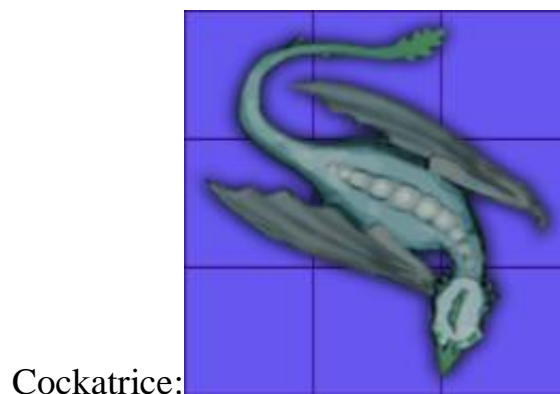
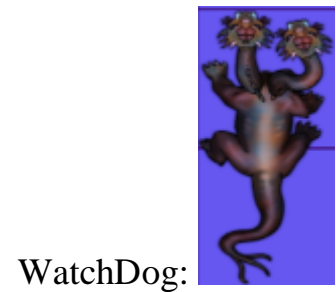
Devil stones:



Hero:

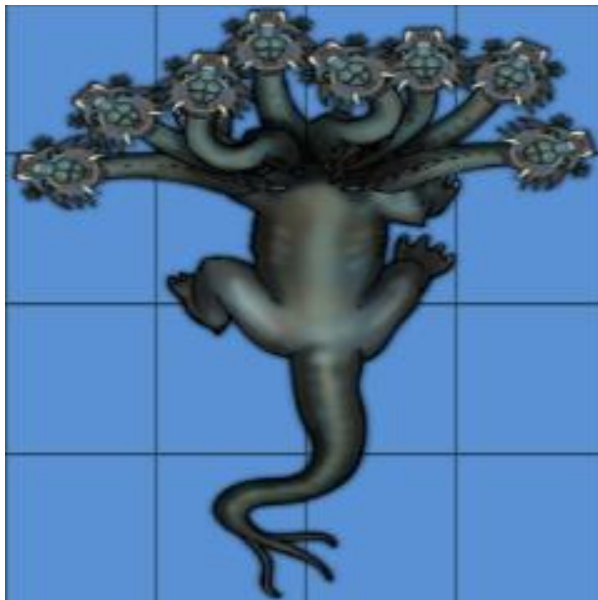


Monster:





Dragonlord :



Soul Monster :

Map:



Core Concept

In this game, players will play as a member of the expedition team who came to the mysterious island Skelly to explore the legendary treasure, complete the exploration of the mysterious island before the island sinks again, and finally escape from the island.

This game is a role-playing game. It is recommended that 2-4 people play. Players can choose one of the 4 different roles to complete the game. Each role is unique to a team.

The game will set off from the pier of the island. Players will collect devil stones to open the gate of the mysterious temple on the island, defeat the dragon on the island to find the legendary scarlet agate, and finally escape back to the pier and leave by boat under the chase of the undead soul monster. This mysterious island. Note that the soul monster only wants to keep the people who enter the island, it does not try to catch up with more people, so leaving a person to block the monster can buy time, of course you have to be careful yourself. Don't be the one left behind.

Warrior (Hudson): An experienced mercenary who comes in search of adventure and fulfillment of contracts. He's a kind man, but he won't give up his contract lightly.

Tank (Arthur): A war veteran who comes for money, he doesn't mind having less people sharing the reward, his combat experience and equipment make him confident that he won't fall here easily.

Ranger (Luna): A strong and ruthless female killer, she entered the killer organization due to her special status, and tried to find a way to get rid of the organization and release herself.

Mage (Mason): A highly respected magician, in order to cure his terminal illness and achieve the goal of immortality, he will do whatever it takes. He is a ruthless guy.

In the process of exploring this island, the equipment left by adventurers in the past will also be discovered. Players can decide who will use this equipment to strengthen the team, and at the same time consider whether this item will affect their escape in the end.

During the game play, players will go through two major stages. At the beginning, the player team explores the island together, and then escapes the island under the pursuit of soul monsters. Only the first player to reach the port will become the final winner. Obstruction, be the only victor!

Target Audience

Board game players and board players over the age of 12 are our target audience. At the same time, we also target the platform to PC. Because the basic configuration requirements of this game are not high, it does not require very detailed graphics quality or smoothness. As long as there are enough props and cards and paper maps, the entire game can work, which is very friendly to board game players. And for 12-year-old players because the difficulty of this game is not very high, does not require high intelligence, but requires some clever strategies. Younger players can also develop their intelligence in this way. At the same time, facing the PC side can meet the needs of most computer users, make the game more universal and accessible, and can bring a large number of players to the game. Additionally, the game is multiplayer and requires the use of a platform that allows players to play simultaneously with other players. A PC platform with a large number of users would be a better choice, as console players still don't have that many. Since the entire game requires the presence of the GM to guide the orderly progress of the entire game, it is infeasible to set the game platform as a mobile phone, and it is inconvenient to control the entire game and the players involved. To sum up, board games and PC were chosen as the main platforms for games.

Character Design

Character 1 - [Warrior]



Name: Hudson

Age: 22

Gender Identity: Male

Archetype: Hero

Appearance:

Hudson is very tall and strong with blonde hair. He is a very kind and reasonable person.

Background:

Hudson is a human mercenary. He was born in a remote town. When he was 7 years old, he heard Skelly's story from a bard, which aroused his curiosity. When he returned home, his parents refused to talk more with him and expressed fear. Young Hudson did not forget Skelly because of this. He has been searching for relevant materials.

At the age of 18, he became a mercenary. His first contract was to assassinate a crazy old adventurer. When he stepped into the home of the old adventurer, the old man had already committed suicide. He found the diary of the old adventurer on the bookshelf, which recorded his experience in Skelly in detail.

The old man entered Skelly with three companions 46 years ago. At first, everything was normal. The information they collected was very useful. The monsters were successfully solved. However, after they entered the Temple, they became abnormal, and one of their companions became increasingly unstable. Two days later, they approached the center of Skelly. The mentally unstable companion went mad and killed two other companions. The old adventurer escaped Skelly luckily. The crazy companion and Skelly sank into the sea.

This diary makes Hudson more curious about Skelly. According to the calculation, the next time Skelly appears is four years later. Hudson has been waiting for Skelly since then. He did not need treasure, but simply pursued an adventure.

Now Hudson has become an excellent mercenary, he is ready for the Skelly adventure. Fortunately, he also got a contract with a high price. This contract asks him to get the heart of dragonlord from Skelly.

Goals:

Hudson is very curious about the Skelly, he wants an adventure to explore the secret of this strange island.

Due to the contract, Hudson needs to get the heart of the dragonlord and retreat from Skelly successfully.

Flaws:

Hudson is very kind, sometimes this kind will influence him to make some wrong decisions. He wishes not to hurt any others without a contract.

Character 2 - [Tank]

Name: Arthur

Age: 35

Gender Identity: Male

Archetype: Ally

Appearance:

Arthur is a veteran who survived the war, and his strong physique enables him to accomplish quite a difficult task wearing armor and weapons. Even so, his body after writing the armor is still full of battle scars. However, in order to exchange money after retirement, he had to sell his old weapon which spent the war with him. Now he has a chain hammer, which doesn't work very well, but he trusts his shield to block all enemy attacks. The people he trusted most were his close comrades who had been wounded in battle to save him. He always felt guilty about this and hoped to make up for it.

Background:

Arthur is a retired soldier who became a mercenary in order to find a way or object to recover a close comrade who was seriously wounded in battle. He used the skills and physical strength he had developed during the war to work for others, seeking information and money to exchange for medical treatment. As time goes on, the money to keep his comrades alive runs out, and with no word of a cure for their

wounds, Arthur becomes increasingly anxious until one day he learns that Mason is searching for the legendary Skelly. Arthur realized that this was a great opportunity to obtain a large amount of money to treat his comrades, even if there was no medicine available on the island.

Goals:

1. Complete the commission to get money
2. Find medicines/methods to treat serious injuries

Flaws:

Arthur was not going to turn down the chance to make a fortune, which he felt he needed more to cure his teammate's serious injury

Character 3 - [Ranger]



Name: Luna

Age: 24

Gender Identity: Female

Archetype: Ally

Appearance:

Luna is a descendant of elves and humans. She has green hair as majestic as a mountain, and pointed ears can improve her ability to perceive the surroundings. Although she has a slender figure, she is not inferior even to men, and her agility and reflexes are excellent. Since Luna has always been a loner and does everything on her own, her spirit is very strong even as a woman. Therefore, her character is very cold, she is not good at making friends with others, and her attitude towards others is very cold. If someone hinders her, she will mercilessly get rid of them.

Background:

Luna was abandoned by her parents since she was a child, because she is a descendant of elves and humans, and elves are not allowed to be contaminated blood, but in order to show the kindness of elves, the elf patriarch abandoned Luna after killing her parents. The killer organization thought she could be a very good pawn to contribute to the organization, so they took her in. Although it was an adoption, it was

not so friendly. They gave her very strict training and education. This is to raise her into a ruthless killing machine. At the same time, the organization injected a reagent into her body. If she resisted the organization, she would die directly. Therefore, she can only always accept the orders issued by the organization and complete them. But she also learned a lot of skills and learned a lot while she kept performing the various dangerous tasks assigned by the organization. During another mission, through an intelligence agent, she learned that there might be something on Skelly that could help her achieve her goal, a crimson agate. At the same time, the killer organization also wants to obtain this magical treasure on Skelly. It is said that crimson agate is omnipotent. Luna is also secretly looking for information about skelly.

Goals:

Find a way to release the agent injected into her body by the killer group, so as to get out of the killer group's control.

Flaws:

Luna has always obeyed the orders of the organization. Even though she is very smart, she does not consider the consequences, because she doesn't care how the consequences will affect her.

Character 4 - [Mage]

Name: Mason

Age: 40

Gender Identity: Male

Archetype: Trickster

Appearance:

Mason has long, white hair and a beard that falls like a waterfall, covering his eyes and mouth, making his expression almost imperceptible. He was wearing a red robe, which I heard he wore all the time. He held a strange cane in his hand, made of wood, the top of the cane emitting a faint green light, which seemed to have a mysterious magic.

Background:

Mason comes from a magical world called Stara hidden in the forest. People inside the world use magic to seal the entire forest with a protective cover, so that no one outside can discover this hidden world. Mason was born into a family of elders. He was respected since he was a child and had access to advanced magic that ordinary people could not learn, so he became a supreme magician at a young age. But the good times didn't last long. He found that his body was aging very fast. When he was 30 years old, his body was like 60 years old. His hair slowly turned white and his skin was full of wrinkles. Mason and his clan searched all the books but could not find a cure for this disease of aging. Gradually, other people began to stay away from him, believing that he was endowed with some terrible curse. One day, Mason was imprisoned in an underground prison, and his clan prepared to burn him to death in public, thus dispelling people's fear and disgust for the curse. Mason escaped after learning of the clan's plan, and with ruthless hatred for people in the magical world, he forcibly removed the seal and left the magical world. While wandering this new world he had never been in contact with, he knew that 10 years later, the legendary Skelly would appear in the Dalcana region. There is a kind of crimson agate, which can make wishes come true. He knew this might be his last chance.

Goals:

Find crimson agate, cure disease, and live forever

Flaws:

Take advantage of others and only consider your own interests. Unscrupulous in order to achieve the goal.

Character 5 - [Dragonlord]

Name: Ennur

Age: Unknown

Gender Identity: Male

Archetype: Villain

Appearance:

Dragonlord is a huge two headed dragon, which is covered with thick red scales. It is very grumpy and willing to tear up any creature invading Skelly.

Background:

Dragonlord was born in the underground core of Skelly. It was manufactured together with crimson agate. Its mission is to protect crimson agate. No one knows how long it has existed. Dragonlord is an inorganic life without soul, an abnormal creature. The earliest records of it can be traced back to thousands years ago. It is recorded in ancient books that it once appeared with Skelly and destroyed several towns. Its claws can easily tear down the city walls and armor, and the flames spewed out made the surrounding areas burn for several months. However, it seems that the two heads of Dragonlord are not really two consciousnesses, but an additional part of it. The other head itself has no intelligence. Several heroes once boarded Skelly to try to kill Dragonlord, but it was too powerful to be killed. However, according to historical data, a hero once broke his scales and was seriously injured. The hero cut his knee with his long sword, which may be his weakness.

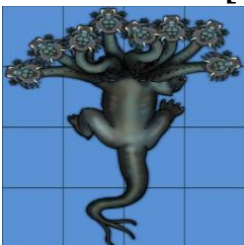
Now Dragonlord has been enhanced, its scales are thicker than before. And its body has very high temperature now.

Goals:

Kill all creatures that step into Skelly.

Flaws:

Dragonlord's knee is very fragile, which will cause its scales to break.

Character 6 - [Soul Monster]

Name: Arser

Age: Unknown

Gender Identity: Male

Archetype: Villain

Appearance:

When people see it, they will know that this is a monster that should not exist in the world. Its body is huge and twisted, its limbs are strong and agile, and its tail is like a claw that can dance freely, and its power is so strong that it can directly crush a person's body. Its head looked around at random, green fire burning in each eye, as if looking for the next greedy explorer to reach the island, just as they had before.

Background:

Arser is a monster created by the curse of the island, whose body evolved from the bodies of previous explorers who died on the island. When Skelly isn't sunk, the island brings together the souls of all the adventurers who died there, and their bodies are drawn by the spirit to become this terrifying monster. Arser cannot die from an attack, just as the flame itself cannot be cut by a sword, and every time he receives an attack, the flesh and blood of the dead adventurer is drawn to become part of it. Each of its heads is dominated by the souls of those who never made it off the island before, all of them eager to keep another human being trapped on this island forever like they are.

Goals:

Kill everyone who lands on this island

Flaws:

Arser is dominated by each head and will not chase the next, more distant enemy until he has completely shredded the one in front of him

Narrative Design

Narrative Genre:

Narrative genre of our game is high fantasy. Our game is based on a fantasy world with magic and fantasy creatures.

Setting:

The game takes place in multiple locations on an island in a fictional world and takes place in The Aeon Era.

There are various races in this disordered world. The constant wars cause everyone to constantly improve their strength to protect their race from being violated, so as to continue. Even so, there is a festival that is honored by every race on this planet - the Festival of Reincarnation. The whole world is not allowed to fight on this day, each race is going to worship their relatives and comrades that died in the war. Among these races there is a secret that only a few know which is that every 50 reincarnations a special thing happens, a mysterious island will appear in the Dalcana region. People call this island Skelly. The scarlet with great power on this island is said to be able to grant any wish. This is everyone's dream, but this island only emerges from the bottom of the sea every fifty years of reincarnation, and its location is random and unpredictable, no one knows where the island will appear. It is worth mentioning that this island will only appear for one day, then the entire island will re-submerge into the seabed, and all the people will drown. This will undoubtedly increase the time difficulty for the challengers.

Act 1:

The Ordinary World:

In a blink of an eye, the forty-ninth reincarnation festival has passed for a while, and the war has gradually become less and less. Almost everyone is preparing for the fiftieth reincarnation festival. Some people are honing their own strength. Others are still getting all kinds of information about Skelly, and they are keeping a wait-and-see state for the 50th Reincarnation Festival. Some others are already recruiting partners for expeditions on Skelly.

Call to Adventure:

The magician Mason is exactly like this, since he escaped from the magical world, he has been preparing for this reincarnation festival for ten years. In the past ten years, because of his strong strength, he has gained a high reputation in the outside world, and civilizations of different races respect him very much. As the Festival of Reincarnation was approaching, Mason felt that it was too dangerous to search for Crimson Agate alone, and after considering it, he decided to create a team. He posted signs in towns and cities around the world, inviting warriors who were also interested in the legend of Skelly to join him. Many people saw the notice and thought it was

nonsense. It was stupid to bury in the sea for a mysterious island and treasure that didn't even exist.

At the same time, the killer organization saw the bulletins posted all over the city and ordered Luna to do it. Luna was also very excited when she heard the news, because it would mean that she might get rid of the control of the organization, so Luna also made preparations, even if she did not intend to establish any friendly relationship with her teammates, but the organization required. She infiltrated the team and acted with others. So Luna plans to go to Mason to meet first.

Arthur, as a soldier who was forced to retire in his country in order to reduce military expenditure, was indeed affected by this reincarnation festival. He and his seriously wounded comrades left the army and had to start making a living, but as various drugs were wanted to explore skelly It was purchased by the explorers of the island, and they had to pay higher prices to obtain medicines for their injuries, and soon the price climbed to the point where Arthur and his comrades were unable to pay. At this time, a notice in the city caused Arthur's concern. Note that both the exploration of the legendary Skelly and the reward for the quest are quite good opportunities for Arthur, so, for the funds and possible drugs, Arthur decides to join Mason's team.

Hudson received a lucrative contract, which he was very happy with, because it required him to take the Dragonlord's heart from Skelly. And Skelly was his destination. But he also knows he can't go alone, and now he needs a team. A sign across from the tavern caught his interest. A man named Mason was looking for a buddy to go to Skelly with him, and he was going to talk to this guy to see if he could be trusted.

First Team Meeting:

Mason met with Luna, Arthur, and Hudson, and completed the establishment of the expedition team. Mason suggested that party members to meet each other in order to explore cooperation, after, after all, the task is to find the legendary island, although Mason does not think they will be able to help him get flushed agate, but it's not important, after all, Mason found they also just in order to be able to compete on the island of monster or let the monster wouldn't attack him. Luna, Arthur, and Hudson, of course, wouldn't give their all for this temporary team, each of whom has a purpose. In order to keep the teams connected, Mason gives everyone a remote contact item.

The Beginning of the adventure:

The four agreed and got ready to board Mason's boat on the day of Reincarnation and set off to find Skelly.

Act 2:

Enter the Skelly:

When the four men set sail, the sea was calm, but soon the strong wind set off waves, and the ship was pushed to a black coast. Mason docked the boat on the shore to avoid the wind and waves. When they set foot on the shore, they found it very strange. After searching around for clues, Hudson confirmed that Skelly was here according to his diary obtained from other adventurers. They are lucky that Skelly is not easy to find, and even once was considered non-existent, but they successfully arrived at this legendary island.

At this time, Hudson proposed that he act as a leader on the island, because his diary had a certain description of the island. He asked the other three people to search around the island to find the temple buildings in the diary. Although Luna, Arthur and Mason have some doubts about this, they have to think it is the best choice at present.

Explore the Skelly:

Although Skelly is densely covered with vegetation and has a variety of strange looking stones, it always feels lifeless. People can only see plants and skeletons on the island, not even birds. At this time, Luna saw a dilapidated temple. After asking Hudson, everyone decided to go to the temple. Along the broken plank road, everyone reached the gate of the temple, which was closed. A stone tablet was erected in front of the gate. Mason carefully observed the stone tablet and used tracking magic. Two blue thin lines extended from the stone tablet, pointing in different directions. Mason told the other three that the stone tablet needs two items to start. After starting, it may open the door. The three were half convinced, but they still chose to trust Mason. Four people decide to act in groups, Mason and Hudson form a group, while Luna and Arthur form a group. On the way, Arthur tried to ask Luna some questions for reasons of distrust, but Luna kept silent because he did not want to pay attention to Arthur's questions. The atmosphere between the two people was a little tense. At this time, several shadows were approaching them in the dark. When Luna realized this situation, she pulled out an arrow and put it on the string. Arthur was immediately ready to fight. In front of them were three wolves whose bodies were somewhat rotten and made a fierce cry. One of the wolves immediately rushed towards Luna, and Luna immediately killed the wolf jumping in the air with the arrow that was winding, then took out two arrows and put them on the string at the same time to accurately hit the wolf's skull again.

Arthur was very shocked by Luna's performance. After the fight, he held the stone and returned to the temple gate. Mason and Hudson had already returned and put another stone into the tablet. Arthur placed the second piece under the guidance of Mason. The stone tablet immediately fell into the ground, and the temple gate slowly opened. After passing through the temple, they continued to move forward and came to a dense forest, where there were several hidden forks. The people encountered some difficult monsters, but after several joint battles, they gradually developed a tacit understanding and defeated these monsters without much effort. They also unexpectedly found that there were weapons and equipment left by explorers on the road. They chose to take all these weapons into their pockets in order to increase their combat strength.

As the adventure progressed, they finally came to a round forest. There was nothing here but trees. Just when everyone was wondering, a flying dragon circled down from the sky and fell in front of them. Hudson recognized the monster, which was the double headed Dragonlord recorded in his notes. The Dragonlord looked at them, then looked up and roared toward the sky. The huge wings of the instigator seemed to be declaring the sovereignty of the island. As you know, it is time for the final battle. They quickly worked out the tactics based on their previous combat experience. Arthur and Hudson take turns to attract the Dragonlord's attention. Luna is responsible for using bows and arrows to remotely attack the weak point of the Dragonlord, his knees. Mason uses spells to heal the injured. The Dragonlord was soon beaten to make a painful roar, and then a magic ray was sprayed from his two heads. Arthur was injured by radiation because he had no shelter, while the other three people escaped a bullet because they hid behind a tree. They understand that the magic rays of the Dragonlord seem fierce, but it cannot penetrate obstacles, such as trees. After an hour long battle, they finally defeated the Dragonlord. When the Dragonlord fell and disappeared into ashes, a red stone appeared in front of everyone.

Escape from Skelly :

In order to ensure that the surrounding area would not be attacked by other monsters, Mason and Hudson were vigilant, and Luna got the red stone first with her agile skills. After passing Mason's high-level magic identification, they believed that this stone was the scarlet agate they dreamed of, which could fulfill anyone's wish. But they thought that leaving from here might be attacked by some monsters again, so they negotiated and decided to put scarlet agate on Hudson, and then study this sacred object carefully after they all managed to escape. As they began to prepare for their return journey, several heads of carrion suddenly appeared on their way, each with

green flames from the eyes. After the monster spotted them, it rushed straight out of the dirt. They came out, but there was no trace of something on the ground, as if this monster did not exist in this world. The sudden appearance of the monster shocked everyone, and this strange situation made them feel the danger even more. Luna took out the bow and arrow Shot at the monster, but the arrow that touched the monster suddenly disappeared. The 4 people immediately started to flee the monster.

In order to get the scarlet agate and get out of here, Mason immediately rushed to Hudson to take it, his eyes turned blood red. Hudson sensed Mason's malice, but he hesitated because they were just comrades fighting side by side. Just as Hudson hesitated, Mason's magic arrow pierced Hudson's heart. Hudson died in shock, scarlet agate falling out of his pocket. Mason picked up the agate tremblingly, and in order to silence the other two, he activated the contact props on the two of them, trapping them temporarily. Luna and Arthur realize they have to work together to defeat Mason before they can get out of here. Since Mason has just released too much magic, he can only release area damage once. Arthur suddenly recalled the past, he no longer wanted others to be hurt for himself, so he strengthened his shield and helped her resist this attack in front of Luna, but Arthur also sacrificed himself. Mason was also physically exhausted after releasing the magic. In order to break the predicament, he shouted and made a wish to scarlet agate, but the instant touch of the soul monster made Mason ashes. Luna was shocked that Arthur had sacrificed his life for her, but she had no time to be sad, and immediately picked up scarlet agate that flew out of Mason's hand and ran away quickly.

Act 3:

Back to home :

Luna boarded the boat when she arrived alone, and the immortal monsters who were chasing after her could only watch the ship go away from the shore. Luna looked at the scarlet agate in her hand and recalled what had just happened. Then she immediately made a wish for the scarlet agate, hoping that it could release the medicine injected by the killer organization in her body, so as to break away from the control of the organization. The scarlet agate became a blood like liquid in Luna's hands and quickly penetrated into Luna's body. As Luna felt the burning feeling from her body getting worse, she also felt her body begin to change. When Luna could no longer feel the burning feeling, she felt an unprecedented ease. Then she drove the boat back to her home alone.

After this deadly fight, Luna has an unprecedented feeling, because she has always been alone in solving things, and she has no friends. On Skelly, Arthur has made a

decisive contribution to her successful escape, but now they can't see her again. Therefore, after getting rid of the killer organization, Luna decided to become an adventurer to help those in need in order to repay Arthur's kindness to her.

Luna has also become a legend all over the world because she has confirmed that the legend is real. Her deeds have been spread all over the world, and some people have recorded them in books to continue the legend of the reincarnation goddess.

Mechanics Design

Gameplay Genre

Our game is a role-playing, action game with an exciting adventure.

Game Goals

Game Challenges/Goal:

Explore Skelly and get the treasure, survive to the end and escape Skelly successfully.

Level Challenges/Goal:

1. Open the temple gate
2. Get the equipment chest
3. Find the statue that diary mentioned
4. Arrive at the circular forest
5. Get the scarlet agate
6. Escape Skelly

Sub-Level Challenges/Goal:

- 1.1 Kill the monster and pick up the Demon Stone
- 1.2 Put two devil stones into the stone tablet and open the temple gate
- 2.1 Clean up ordinary monsters
- 2.2 Kill Cockatrice
- 2.3 Open the equipment chest with the key dropped by Cockatrice
- 3.1 Kill ordinary monsters
- 3.2 Destroy the veins
- 3.3 Identifying Statues
- 4.1 Kill the Elite Enemy
- 4.2 Arrive at circular forest along the road
- 5.1 Stun Dragonlord and kill it
- 5.2 Get scarlet agate from Dragonlord's corpse
- 6.1 Survive in competition with other players and escape Soul Monster

Atomic Challenges/Goal:

- 1.1.1 Attack Monsters
- 1.1.2 Pick up the Demon Stone
- 1.2.1 Place two Devil Stones

- 2.1.1 Attack ordinary monsters
- 2.2.1 Dodge Cockatrice's attack
- 2.2.2 Attack Cockatrice
- 2.3.1 Pick up the key
- 2.3.2 Insert the key into the treasure chest

- 3.1.1 Attack ordinary monsters
- 3.2.1 Attack veins with weapons
- 3.3.1 get closer to the Statue under veins

- 4.1.1 Destroy the armor of elite enemies
- 4.1.2 Kill the Elite Enemy
- 4.2.1 Move forward along the road

- 5.1.1 Attack Dragonlord
- 5.2.1 Pick up Scarlet agate

- 6.1.1 Attack other players
- 6.1.2 Successful escape

Game Mechanics

Our game is a RPG board game that supports 2-4 players. Players can fight with enemies, find loot and defeat bosses in our game. They also need to attack each other and survive to the end. Players have limited time to finish all levels, and their special abilities will also be limited by time. Space will influence player's movement and attack. Combat will be based on HP and SP.

Space

The dimension of the entire game is 2D, and the game space is continuous, not discrete. The player can only manipulate the character to move on the yellow land, cannot enter the ocean, and cannot directly cross stones and trees. The player needs to go around when encountering obstacles. When the player encounters a building, it cannot be forced to go directly through the building, and must find a way to enter the building. Levels are independent from level to level. Players can only take the path that the GM has designed, and cannot enter the next level until the task of the previous level is completed and the entrance to the next level is opened. After a player enters a level, they cannot return to the previous level. And must satisfy all

surviving players to reach the end of the current level before these players are allowed to enter the next level at the same time.

Time

The plot in the game takes place on one day. The characters controlled by the player will start their adventures in the morning and escape the island at night. In reality, the time limit of the game will be no more than one hour in the real world, and the player will be clocked after starting the game. During exploration, players can arrange the time spent in each level. If the time exceeds one hour, it means that no player escapes from the island within the specified time. At this time, the island will sink and the character controlled by the player will die, which means that all players fail. If the game resets, the timing will also reset.

Some skills and ability bonuses in the game will have time requirements:

1. In terms of character skills, except for tank skills that will last for 2 action rounds in the game after use, the skills of warrior, ranger and mage can only last for one action round.
2. All abilities in the Treasure box are available to the specified player and last until the end of the game.
3. One of the skills in the red random event, "Player can't move on next turn", can only last for one action turn.

Objects, Attributes & States

Characters have HP,SP,Movement, some enemy creatures and all player characters have special skills

- HP: This value is the maximum health of the character at the beginning of the game, and can change due to events during the game.
- SP: This value is the maximum value of SP at the beginning of the character's game and can change due to events during the game.
- ATK: This value is the amount of damage the character deals when attacking, and can be changed by events during the game.
- Movement: This value is the maximum range that the character can move while moving, which can change due to events during the game.
- Range: The value is the range that the Character can attack when the role attacks and does not change.
- Special: This is a special effect that can be used by the character. The player character needs to pay all SP when it is equal to the maximum value of SP in

order to launch, and the monster will be launched according to the number of turns.

- Random events: The player encounters random events and treasure chests that affect the player character's attributes.

Character	HP	SP	ATK	Move	Range	Special
Warrior	9	9	3	3	1	The next attack does 2 more damage and recovers 2 health.
Tank	10	9	3	3	1	Gain 3 temporary health for 2 turns
Range	6	15	4	3	3	Attacks do twice as much damage
Mage	7	10	4	3	3	Designate one teammate to recover 4 health or all to recover 2 health
Slasher	7	/	1	2	1	NULL
Mushroom	7	/	1	2	1	NULL
Wolf	7	/	1	2	1	NULL
WatchDog	12	/	2	2	1	NULL
Cockatrice	20/ 25/ 30	/	2/3/3	1	2	In the area of the monster's attack, the player receives 2 less SP bars per turn.
Dragon	20/ 25/ 30	/	2/3/3	1	2	Players are not allowed to heal while in the range of a monster's attack.
Winged Beast	20/ 25/ 30	/	2/3/3	1	2	After an attack, the next attack silences (can't attack) the player for 1 turn.
Dragonlord	30/ 40/ 50	/	2/3/4	1	3	When your health is below 50%, you will launch a ranged attack, dealing 3/4/5 damage to each player in the range (this attack can be avoided when the player is hiding behind a tree).(Range:5)

Soul Monster	/	/	4	2	3	NULL
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Actions

- In non-combat situations, the player can decide how the character moves and uses skills.
- In the battle situation, the player can decide the character to move, attack or use the skill. The player can freely decide whether to attack or move, but the attack and movement can only be chosen one per round. When the player uses the skill, the current round cannot move.
- When performing a random event, if it is a red event, the player can choose any player character on the field to use its effect; if it is a yellow event, its effect can only be accepted by the player who triggered the random event.
- The player's exploration of the map, looking for ways to open the level, and the leader of the player's team instructing the player to do something and challenge different monsters are all strategic actions of the player.

Rules

- The recommended number of people is 2-4, and the difficulty of the game can be selected by yourself.
- Players must complete all levels within one hour. If players don't complete all levels in time, they all fail.
- All skills in the chest are available to the specified player until the end of the game.
- Players will get random items when they step on a red random event or a yellow random event.
- The effects of random events and treasure chests on the character are valid for any player.
- When the player's HP is 0, he dies and cannot be reborn.
- You can use special abilities when your SP is full, and will not gain SP until you use special abilities.
- The character's skills can only be used when the player chooses to attack this turn, and the skills need to be released before attacking.
- In non-combat situations, the player can decide how the character moves and uses skills.
- Players who are still alive must be out of combat and have all reached the end of the current level to advance to the next level.
- Players can move through other player characters but not through monsters.

- Players cannot pass through trees, rocks, seas or buildings when moving characters, and players can only move on road tiles, such as dirt and wooden boards.

Skills

- Player's physical skills: Because the game is a board game and board game, it does not require players to have any physical skills, any player can quickly get started with this game, and players do not need to be very familiar with keyboards and mice, nor This game requires reflexes and hand-eye coordination. All the player needs to do is move the character according to the rules, and roll the dice to determine random events, relying solely on luck to play the entire game.
- Players' psychological skills: Players need to have a deep enough impression of the rules of the game and various character attribute values, so as to help players make better decisions in the game, such as the allocation of roles in the team, and which enemy to attack first , how to avoid enemy attacks and how to use player skills to maximize benefits. These things require the player's intelligence and memory to reflect, so this game requires relatively high psychological skills for the player.
- Players' social skills: This game can satisfy 2-4 players at the same time, and the game will also adjust itself according to the number of players and the wishes of the players. This means that players can play this game with friends, so this game is a social type of game.

Chance

- Randomness throughout the game is real randomness, not seeming randomness.
- During the game, the player needs to use dice to determine the events of random events, and there is a 50% chance that the player will get a positive effect, such as healing, when randomizing random events. There is also a 50% chance of negative effects, such as losing SP.
- In the yellow randomization, each effect occurred 25 percent of the time, while in the red randomization, each effect occurred 16.7 percent of the time
- Each time you open the treasure box, you receive one of the Treasure Boxes permanent boosts, each of which has a 25% chance of appearing.
- In the game, when Range uses her special abilities, the damage she deals this time is increased to 200% of her ATK

Testing Strategies

Balancing

- In our early stages of development, players do not need to complete the boss encounter of the current level to advance to the next level. Many elite enemies don't have to be killed. We realize that this will allow many players who actively avoid combat to complete the game very quickly, in which case they will not experience all the content of the game, nor will they feel any challenge. So we made an adjustment, the player must complete all the battles in the current level before entering the next level.
- We had planned that in the battle, the target of the monster's attack was designated by the GM. After testing, we found that such a mechanism has no controllability, and the player experience will be relatively poor. So we changed the setting so that monsters will attack the closest player first. This is more controllable and players can strategize while fighting.
- In the early development stage of the game, the movement and attack of the player and the monster can be carried out in the same action round. After testing, if the player uses a character with long-range attack, such as Ranger and Mage, the player can always keep a certain distance from the monster by moving, and the monster with a short attack range may not attack the player once until death. This bug greatly increased the strength of the Mage and Ranger. So we made adjustments so that heroes and monsters can only do one action per action turn, for example, if the player chooses to attack an enemy, they cannot move this turn. vice versa.
- In the old version, the player's attack and defense are carried out separately, and the attack and defense are run by comparing the size of the dice. The randomness of this mechanism is too strong, and it is impossible to calculate or predict the player's hit rate. This value may be very high or very low. For example, the dice result of 1D4 is still very likely to be greater than 1D6. Therefore, we canceled the use of dice after testing. To determine the mechanism of attack and defense, the attack value is fixed to eliminate the influence of randomness on the battle, so as to improve the player's game experience.

- The SP mechanism we first made, players can only increase the value of SP by causing damage (Attack monsters). But this is not balanced for a team. Not all players have a chance to deal damage every time they fight, and some players who have no chance to deal damage may not be full of SP until they face Dragonlord. So we made an adjustment, the player will increase the SP value if he deals damage (attack monsters) or takes damage (is attacked by monsters). In this way, the charging efficiency of SP will be greatly increased, ensuring that each player has the opportunity to use their own special skill.

Difficulty Management

Absolute Difficulty:

In this game, absolute difficulty is the difficulty of defeating various monsters. In order to ensure that players can successfully defeat ordinary monsters, we have removed the defense mechanism to ensure that players will not be completely unable to defeat an ordinary monster due to temporary misfortune. It takes a lot of time and HP. At the same time, we also changed the random value of damage to fixed damage to better ensure that no matter how many players there are, you will not fail due to luck when facing monsters. By changing the damage mechanism, we have determined the absolute difficulty of the game, thus ensuring that the player's experience of the game will not fluctuate too much.

Relative Difficulty:

We have added some mechanisms (random events and treasure chests) that can directly increase character values to help players defeat monsters more easily, because we set the monsters to be weaker at the beginning of the game and stronger at the later stage, so that It allows players to gradually accumulate strength from the beginning of the game until they become stronger later on to challenge more difficult monsters, rather than simple monsters like the initial stage. At the same time, we set up a part of random events to help players supplement the state (or increase the difficulty). These aspects help players defeat monsters through changes in character values.

Perceived Difficulty:

As a game designer, you must consider and design games from multiple perspectives, because everyone has a different understanding of difficulty. And avoid sudden changes in the difficulty of the game. In order to avoid the difference in player perception caused by some players who have played this type of game and some

players who have not played this type of game, we adjusted the understanding of the game to be easy to understand, and simplified the player's movement and attack. . The game is not an operation type game, but a decision type game. As long as players have seen enough detailed rules, they can easily play this game.

Critical Analysis

Character Archetypes:

As a hero, Hudson is kind-hearted and adventurous. Moreover, he is the guide for everyone to Skelly for the first time, and he accounts for a large proportion of the story, and his overall strength is very strong. In people's minds, heroes are often full of powerful strength and excellent leadership. This role is near to players' expectations, and players are more willing to choose this role. But putting too much trust in others resulted in him being attacked to death for Mason's betrayal, which also shows that our hero is not invincible, he is also flawed and ultimately sacrificed his life for it.

Luna and Arthur as Ally, but they are not willing to give everything for the team. Because they each have their own goals and own things they want to accomplish. Luna is a killer controlled by a killer organization. She desperately wants to release the drug injected into her body, so as to get rid of the control of the killer organization. She was assigned to Skelly. The executor also contains her own wishes , she's not the kind of totally friendly ally, just has the same goals as others. As a veteran, Arthur's purpose was simply to get money to treat his comrades. So he didn't want to give too much kindness at first, but in the end he chose to help Luna escape and sacrificed himself for personal reasons. This proves that he is a reliable Ally. Even allies have different types, and while their combat power helps the team a lot in the flow of the game, basically they are all willing to act with Hudson out of a common interest.

Mason as Trickster, he acts as a companion and team in the early story. His wealth of knowledge and powerful spells helped the team accomplish its objective, defeating the mighty Dragonlord. But his purpose of assembling the team is only for himself, and he will do anything to accomplish his goal. From the beginning, he only intends to use the other three to help him achieve his goal, and if necessary, sacrifice their lives. So Mason ended up betraying the team, but was defeated by an unknown powerful force on the island of Skelly.

Narrative Tropes:

Mystery:

Skelly is relatively unfamiliar to all four characters at the beginning, and as the story progresses, the mysterious Skelly becomes known to everyone. The story uses a

reverse narrative technique. In the early stage, what the audience saw were adventurers teaming up to fight monsters, exploring, similar to the narrative technique of heroic stories. In the later stage, due to Mason's betrayal, there was an infighting between teams, which embodies a reversal of the narrative technique that exceeds the audience's expectations, rather than the traditional ending that the audience can easily imagine. And through the following characters to enrich the plot, promote the development of the plot, and increase the rationality of the whole story according to the background story of each character:

Hired Guns:

- Luna belongs to the killer organization and only accepts orders from the organization. Others use money and power to hire the killer organization to do things. The killer organization sends Luna to perform various tasks. Luna is a typical mercenary. Luna played a larger role in the team and acted as a female ally and became the last survivor.
- Arthur is a mercenary. Unlike Luna, he retired with his comrades. Injured in the war, they had to spend a lot of money to get medical treatment. For this reason, he joined the expedition. , and appears as Ally in the story.

Bounty Hunter:

- Hudson is the classic bounty hunter who needs the lucrative rewards of his contract while pursuing adventure. He usually acts alone and is not tied to other groups. Hudson ended up dying on Mason, and also on his bounty contract.

Supreme Magician:

- Mason is one of the villains in the story, and his plot runs through the entire story. The origin of the story is that he recruits the remaining three people in the team to get the treasure, and at the end of the story he kills his partner, which pushes the story to a climax.

Stereotypes and Cliches:

Stereotype :

He is not a perfect man for our hero. He is kind and strong, but he will not give up contracts and interests. And in many works, the hero will succeed and there will be a happy ending. In order to avoid this stereotype, we made Hudson too powerful to

become a hindrance to Mason's plan to get the scarlet agate on his own, and was killed by Mason's sneak attack later in the story. Luna and Arthur, who are also Ally, also did not support Hudson from the beginning to the end, they also have their own goals, and their motivation to assist in completing the task is more based on their own purposes than wanting to help Hudson.

Cliches :

Many female characters in games are relatively weak and very sensitive to emotions. But in our story, the female character Luna has a strong fighting force and a ruthless personality. With her rich combat experience and excellent natural advantages, she has a very important influence in battle, and is not a weak and emotionally affected character.

In the early stages of the story, Arthur, like many of his peers in the game, is reluctant to contribute too much to the team, his purpose is just to get money to heal his comrades. But later in the game he changed a lot, because he remembered that his comrades were willing to hurt him for him, Arthur no longer wanted to see others hurt because of him, so he was willing to sacrifice himself to help Luna escape successfully.

Show Don't Tell:

We designed the route to be an unclosed circle in the map design. Players can go back to the future tense and walk again, but they cannot skip the monsters we designed on the way, (although we do not allow players to return The previous level) In other words, when players can see the entire map, they will find that they only need to go down the main road to complete the game, and other routes are places that contain some other events. The landmarks in the map are also more able to guide the player, so that the player will not get lost in the map, such as temples and sculptures.

In the last chasing part of the game (we prefer to call it PVP), we designed the chased monster to be invincible. In the plot, we did not directly tell the player that it was invincible, but under the player's counterattack, For example, the way the soul monster appears and Luna shoots arrows, the arrow disappears directly when it touches the soul monster. The player has come to the conclusion that the soul monster is invincible through all kinds of weird performance and comprehensive thinking. In this case, the player will be more inclined to escape from the monster and reach the end. Also, in the end, only the player who arrives first will be the winner. Players also need to pay attention to the actions of other teammates. It is most important to reach the end first.

Narrative Genre Conventions:

- Our story theme is fantasy adventure. The first element we identified is the isolated island. Skelly is an island that only appears every 50 years during the Reincarnation Festival. It is a legendary story. No one knows whether it really exists or not. The legend is used to create the mysterious atmosphere of the isolated island. There are similar elements in many fantasy games. It is easier to create the mysterious atmosphere we want under the background of the isolated island.
- The second important element is the four main characters with different personalities and experiences. Fantasy adventure games are mostly team-based, and we've also created a team of four different characters in the story who explore Skelly together and overcome challenges.
- The third story element that fits the conventions is the statue in the jungle, the statue found as a landmark is a common element in similar stories. We feel that statues are more in line with fantasy-background stories than buildings.
- The fourth story element that fits the conventions is the dilapidated temple, which also serves as an important landmark in the story. An eerie dilapidated temple on a deserted island is a fitting element in a fantasy setting.
- The fifth element that fits the conventions is the huge Dragonlord, and the dragon is a very important element in fantasy stories. The importance of teamwork is also shown in the battle against Dragonlord.

Challenges and Player Skill:

In this game, it mainly reflects the competition challenge, exploration challenge, and conflict challenge. In the process of designing challenges, it is not necessary to describe each challenge in detail, but let players have a basic understanding of the challenges by experiencing the game. It is very necessary to add complex and diverse challenges to the game. Players bring the fun of the game.

- Competition challenge: The playing time of the entire game is limited. Players can learn from the game's story background that Skelly is an island that only appears for one day every 50 years in the Reincarnation Festival. It will re-sink, which requires the explorers to have a limited time to explore the island, and they must get out of here before the island sinks. Therefore, the time of the whole game is one hour, and the player needs to complete all the game contents within one hour, and produce a winner. And players can choose the difficulty of the game by themselves, which means that the difficulty of the game will change the difficulty of the game challenge.
- Exploration challenge: Throughout the game, players participate in the game as new adventurers on the island, so they are unknown to everything on the island, including the location of monsters, which will only appear when the player is close enough. Or there are some devil stones on the map that are used to open the gates of temples or statues that players need to search. These

require players to explore the map as much as possible to obtain useful information to help them make better decisions.

- **Conflict challenge:** In the process of the game, players need to fight with monsters on the island, in order to obtain treasure boxes behind the monsters to improve their combat effectiveness, or to further explore new areas, here reflecting the relationship between players and monsters. conflict occurs. In the final PVP stage of the game, it reflects the conflict between players. Players need to use random events to delay the pace of other players or even kill each other, in order to compete for who can reach the end the fastest to become the winner.

Balancing:

Symmetrical Balancing:

Since the game has a confrontation at the end, we have unified the maximum distance the player character can move per turn. In order to ensure that the ranged character's attacks are too difficult for the melee character to handle in the final session, we prohibited players from attacking each other in the final session. In return, we included an effect in the final random event that would cause a character to regress or move less distance.

Transitive Balancing:

In order to balance the selection of characters, we partially changed the attributes of different characters so that they would be different without being too strong to stand out in all characters. So while we gave Ranger and Mage more range, we reduced their HP, and they now had to consider giving up the chance to attack in order to keep their HP. As a remote character, Mage can restore a large amount of a character or a small amount of all characters. In this game, this skill is very important, but in order to ensure that the player is not completely dependent on this character, we set up a monster that can prevent the recovery of the attack range character. This monster is designed to encourage players to use Specials when they can, to share damage more appropriately, and to encourage players to communicate with each other.

Trade-off Balancing:

Players can get some of the positive effects, such as HP recovery, through random events, but they also have to face the negative effect of 50% of the draw, which makes them worse. Similar to random events, once a player gets an item, they can decide who will use it, but again the item can only be used by one person, and often there are not enough suitable items for everyone.

Level Layouts:

In the game, we designed the overall level to be linear, so that players can focus more on exploring the current part rather than trying to explore the previous or next level. Similarly, this also helps players not to worry about the game map. Confused and lost in the map.

The game is divided into 3 levels. In the first level, the player needs to find the two demon stones in front of the church door to open the door through the church. In this part, the player will learn the operation of the game about fighting and moving. Learn about the impact of relevant attributes on them.

In the second level, players will face random events and more powerful monsters, learn about the use of each character's special and the control of SP, and then learn about the challenges of random events. After understanding these things At the same time, players also have the opportunity to defeat the monsters on the side road in this level to obtain equipment that permanently improves their attributes. At the end of this level, players will pass the statue. Then start to fight the final monster. In this battle, the player It is necessary to move properly to avoid the damage of monsters, and at the same time, it is necessary to ensure that the distance of the team characters changes to prevent a single character from receiving too much damage.

In the 3rd level, the player will pass the curve and be chased by the soul monster. The soul monster cannot be defeated. At the same time, there are quite a few random events that can be triggered in the road, and the effects of these random events can be given to other characters. At this time, players need to be the first to reach the dock through appropriate moves and a part of luck to win.

Difficulty and 'Flow':

Absolute Difficulty:

In the early stage of the game, the number of monsters encountered by players will be relatively weak. Even if the players are still beginners of our game, these weaker monsters can still be easily solved by them. As the game process advances, the strength of the enemy will gradually increase. While elite enemies and bosses are far stronger than ordinary monsters, players will feel more pressure in the battle. This absolute complexity ensures that our games will not be too simple in the middle and late stages, and that players can feel challenging.

Relative Difficulty:

Players cannot obtain props in the early stage of the game, so the enemies will be relatively weak. In the medium term, players can obtain props through random events and treasure boxes to improve themselves, so the strength of the enemy will gradually increase from the medium term to match the strength of the players. This can ensure that the combat difficulty in our game remains within the same range. Players can also learn battle strategies in battles with increasing intensity. The final strength of dragonlord is much higher than that of other enemies. This boss is to adapt to the level of the players who come here, because the players who arrive at dragonlord have already got the buffing props and the honed tactical level.

Perceived Difficulty:

In our game, the combat part only includes movement and attack, which can be easily understood by players at any level. Moreover, we carefully adjusted the number of enemies at different stages to provide a smooth difficulty curve as much as possible to ensure the player's game experience. As long as players have read the rules and mechanisms, they can play this game. They only need to make the right decisions in the game process.

Flow:

Flow is the performance of the player's game experience, which will have a positive or negative impact on the player. In order to let players not feel bored most of the time, we try our best to ensure that every battle will not be too simple. Corresponding to the player's value, our combat difficulty is always in the same range. There will not be too simple battles to make players feel bored, nor too difficult battles to make players feel pressured. We interspersed the exploration part between the battles to ensure that the players would not be too tired or nervous due to the battles.

Gameplay Genre Conventions:

Scary Skelly contains elements of Illusory, role-playing, adventure, strategy game. In this fantasy world, nothing is impossible. Players follow the expedition to the legendary Skelly, and choose and control powerful characters to fight. Each character has its own advantages. If players can make full use of the advantages of their characters, they can make future explorations and battles smoother. Players can explore through guidance in the designed map. In the process of searching for treasures, players will encounter various monsters, and some powerful monsters even have their own skills. The best way for players to deal with them is to fight cooperatively with other players, and try to avoid casualties in battle by specifying a battle strategy. The characters' skills are powerful, but the player needs to master the timing of making them. Players can also trigger various random events in the forest,

players may get unexpected gains, but be careful, it may also bring disasters to players. After passing through many levels with the expedition teammates, the player finally obtained the ultimate treasure. But at this time, it has also entered the final stage of the game. In the final chase, the players are no longer sympathetic comrades, but enemies. Random events in the forest also become weapons to frame others. At this time, players realize that getting the treasure is not the end of the game, and being the first to reach the dock is the real winner. In this game, it mainly reflects the competition challenge, exploration challenge, and conflict challenge. Rich challenges make players feel the different fun of the game. Players can play and share the game with their friends, choose different difficulty levels, and compare who can be the winner.